

# Andre Oustinov

VFX / CG / GENERALIST / DESIGNER

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The following list of skills is based on experience and training during my professional career.

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- SKILLS**
- 3D Visual Effects
  - 3D Modeling
  - Technical Animation and Set up
  - Illustration
  - Graphic Design
  - Clothing Design
  - Photography

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- TOOLS**
- Maya
  - Houdini
  - Realflow
  - CLO 3D
  
  - Photoshop
  - Illustrator
  - Premier

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- EXPERIENCE**
- 22+ years experience of CG, 3D, Design and VFX.
  - 3D VFX for cinematic sequences.
  - Particles, Rigid Bodies Dynamics, Cloth, Fluid.
  - Big experience in Real Flow.
  - Designing, modeling characters.
  - VEX Programming ( Basic level )
  
  - Over the past 22 years I worked for Israeli and Japan.  
I worked in the field of TV advertising as a 3D VFX Artist and took part of the VFX team for some Japanese movies.  
I undertook the majority of projects in the capacity of Concept Designer, Modeler, VFX Artist, RealFlow setup. I was also a part of the animation team, however, I concentrated essentially on the technical side of this process.

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- EDUCATION**
- 1992-1998  
Academic Institute of Fine Arts named after V.I.Suricov, Moscow. Speciality: Graphics ( MA )
  
  - 1988-1992  
R'azan Design College of Fine Arts, Russia.  
Speciality: Industrial Design

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- FEATURES**
- I give value to Details, Originality, and Quality.
  - Because of this, I work a little slower.
  - Creativity is very important to me.
  - Perfectionist

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- LANGUAGES**
- English
  - Hebrew
  - Russian
  - Japanese (Elementary)